

Peace on  
Earth



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#### SPECIAL CHRISTMAS ISSUE

This is a special Christmas issue to celebrate Christmas Day. Inside this big issue, you will find enough material to keep you happy on Christmas morning (if you didn't open until Christmas, heh, heh).

To find out what is inside this issue, look on page two (the other side of this piece of paper). What you are reading now is page one. Have fun, and I hope you all will have a very Merry Christmas!

This time around we only have one missed set of moves and that may have been unduly delayed. Thus, we are calling on Mr. Schill and Mr. Schleinkofer, number two backup, to submit moves for Turkey in Game 1972DD.

The participation of the players have been improving and I am proud of the group that Impassable so luckily has. Keep up the good work, fellas!

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## DEADLINE EXTENSION FOR #15

I have decided to extend the deadline date to January 12, 1973. Right now, I have no way of telling how long it will take for me to run off and put together this big issue. Also, the time of the year creates havoc with the mails and I thought it couldn't hurt to give you guys another week.

As a side note, I have recently been more busy than usual what with all my other hobbies and now this job training which takes time after work. So, I can't promise this issue will be out on schedule. Also, I am taking my time in an effort to make sure that there are less typos in the game reports--there were too many in last issue. Although I had an excuse, I don't like making excuses.

\*A player has asked about Rod Walker because he sent \$6 and never got it back nor heard from Walker. Well, Walker is definitely out of the picture, and with his abrupt adieu, I don't think he has plans to return. Certainly, he will have many more enemies if he does try to return. Unfortunately, some publishers will publish until the very end of their limits or whatever, and then quit, thus having no time to pull out of the hobby in an orderly fashion.

\*Andy Phillips says that he agrees with Rocamora's statement that "Austria isn't half bad." The country Andy detest is Germany, since it's awfully hard to get a productive alliance with anybody. Andy says, "...while if you do get one, your ally of the moment is likely to hold the drop on you."

\*Michael Gray has just recently fathered a baby girl--it looks as if Walter Buchanan has been beaten out! Anyhow, the girl is Nicole Suzanne Gray and she was born at 10:48 a.m. on December 5, 1972. Her weight was a hefty 7 lbs and 1½ oz. Not only that she was 19½" long. Did you miss anything, Mike?

\*Scotice Scripti III needs only one more player! It seems that it is taking a long time to get people interested in this game. I feel that it is pretty well-balanced, and I hope Reinsel's article will produce another player. Right now we have: Tonnensen, Keller, Stone, Hollingsworth, Schleinkofer, Cooper, and Reinsel entered. Who wants to play them? Map & Rules is only a measly .25¢ and the Game fee is the standard five bucks.

SCOTICE SCRIPTI III NEEDS ONE MORE PLAYER!  
GAME FEE IS ONLY FIVE DOLLARS AND THE RULES  
WITH MAP IS ONLY .25¢! A GREAT GAME! HURRY!

\*Steve Cooper, better known as "Coop" and as the publisher for his fine Armadillo gamezine, has suffered a tearing of his medial collateral ligament and the medial meniscus. In lay terms that's around the knee. He suffered the injury while playing football. Steve better stick to publishing--at least until his collateral improves, because it costs money to be in the hospital!

\*The US Mail has performed pretty good in spite of all the warnings I got from everyone. Overall, the mail average one day slower with some cases of longer delays, but with everyone mailing early, we had only one missed set of moves!

HAVE A VERY MERRY CHRISTMAS!

# OUR POLISH CHRISTMAS

by Leonard Lakofka

In a recent note from Bill Birsan (one of the "Pseudo-Poles"--as opposed to "Semi-Poles" playing in Stan Wrobel's All-Polish Game in Jastrzab) the question was raised as to whether the Polish Jokes were true, especially those concerning Christmas. Well, they are not! Let me tell you briefly about my last Christmas!

Our Christmas began on Christmas Eve. That was when all the friends and neighbors got together to decorate the trees. We used bright colored lights and ornaments and garlands like everyone else! And like everyone else, we bought artificial trees--that's very American you know! Our silver trees looked beautiful with purple lights, green garlands, and pink & orange ornaments! In fact, last year, Uncle Alex even remembered not to put water in the tree stand--until we had it decorated.

After the trees were done we all went to church to hear the kids do their Christmas "piece"--that is their part of the Christmas Story--which they recite from memory. We all got ready to go and then we realized that little Stanley wasn't there! Stanley, the smartest boy in kindergarten (he should be, he's 14), could not be found. He kept tricking his mother by telling her he wasn't there and she would call the Police to look for him. But this time he didn't say anything. After a 20 minute search we found him at the Krockowski's helping Grandpa Gregory decorate their garbage cans.

So then we were off! Each year my Cousin Wilbur, the Black Sheep of the family, gets religious and even goes to confession! Of course, it's a waste of time, as he's still on the "Hail Mary's" from 1962.

Stanley took 10 minutes to recite, "and there were in the same country, shepherds, keeping watch over their flocks by nights." Stan kept ad libbing, and some of the take-offs even had the Bishop in tears--although the audience roared louder than the organ and chorus together. Stanley is getting better though--the year before last you should have heard what he did to the Virgin birth!

After church we all went home to put the kids to bed and tie one on--er...have a cup of good cheer before we retired. Uncle Horace never can hold his egg-nog, I supposed if he hadn't laced it with gin it would have been better--everyone knows you put rye in egg nog!

On Christmas morning everyone got up

bright and early for pizza and home-made cookies, before we opened the presents. I wanted to get my mother a night gown--they had a lovely one at Sears in black, trimmed with pink and green--but I didn't know her size so I got her a hot water heater. I got a pair of bowling shoes and a year's supply of Gleen toothpaste. Now, isn't that the way everyone spends Christmas!?

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## PEACE ON EARTH?--A SERMONETTE

by John Boyer

This Christmas many people will greet their friends and families with a "Merry Christmas and a Happy New Year." Some will send cards with "Peace on Earth and Goodwill to All Men." But, many do not know the true extent of today's dismal world conditions.

In all the countries, both rich and poor, no one is free from the current increasing random violence that has hit people all over the world.

In Asia, we have our Vietnam War, but the shame of it is that peace was promised four years ago by our President, and that even though more promises were made just prior to this year's election--still we are fighting a war.

In the Middle East, the problem between Jews and Arabs continue with constant flare ups every day followed by punishments and retaliations.

In Ireland, two more religious groups are fighting and killing each other. The area has been occupied and patrolled by British National troops, but the killings and bombings goes on.

Last summer, we had the killings at the Olympics. This for the first time in the long history of the Olympics. The ancient Greeks were at war, but they would have a truce to hold their Olympics and did not kill the athletes. Today, our athletes have become vulnerable targets, and subjected to the whims of prejudiced sports judges.

Hijackings of planes have become a common crime that isn't handled successfully nor controlled. The question has been asked whether it can ever be controlled. Meanwhile, the countries of the world can't agree to expatriot the hijackers on account of political differences.

A new development of terror arose in the letter bombs. Here, innocent victims are mailed bombs in envelopes. Gratefully, many were intercepted before the victims got the letters.

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All this time, ordinary daily crimes continue at higher rates than before. More murders, rapes, assaults & batteries, more shoplifting, more crazy and ill-motivated murder of families by a father or mother, more people on hard drugs, etc.

To get to the point, crime, immorality, selfishness, evil have all gotten ahead of law enforcement, morality, christianity, and good.

Why? Because we are rejecting the controls of society such as traditions, laws, customs, good manners, etc. The Victorian Age and many before that age were perhaps overly "stiff" with their social codes of conduct, but we are going too far the other way! We claim that we are adults and have the rights and freedoms to decide for ourselves what to do and to determine what is right.

The results have been disastrous.

It is true that men have always been notorious in his history in areas of war, cruelty, selfishness, tyrannies, etc., but it is easily see that we are getting WORSE.

We have learned to live with all the bad and evil that we perpetuate and don't realize the amount of harm we have been doing to ourselves. We don't talk about nuclear war, but the possibility of one is still there. We talk about our taxes and compare our incomes to see who makes the most, but we rarely think how well we are off economically as a nation. We have the highest standards of living in the world, but no one is hardly satisfied with his lot. The rich won't give up a penny and the poor want more than their share and maybe for doing nothing.

We have become satisfied with the way our world has been going, we don't worry about the nuclear war, greening of America, fights against diseases and instead we worry about our personal ambitions, personal lives. We are never satisfied with how well we are off, but won't worry about how bad the world is off. We're not thinking! With new communications, faster travels, increased contacts with the rest of the world, we have become closer neighbors with the rest of the world. People can't ignore a noisy next door neighbor--can they afford a noisy next door country?

In addition, the morals have deteriorated and we have more diseases caused by ill-informed people who congregate with each other intimately. The point here is that as we drop controls on our morals, we in turn loosen our controls on more serious social crimes. Even today, people are more often going berserk and jump all the way

from apparently law-abiding citizens to mass murder of innocent travelers on the highway or in town, etc.

In fact, the usual built-in controls of society are slowly either being gotten rid of or broken down; laws such as those on marriages are no longer popular, and many people don't bother marrying anymore. Also, as a result of this laxation of marriage "rules" and more casual unions, we have a higher rate of divorces and of illegitimate children.

We have become greedy, immoral, selfish minor criminals, unconcerned with today's problems and the overall seriousness of the breaking down of society's social laws. We dismiss it all as being impossible for us to correct, or we postpone our efforts to improve the world. We have, in effect, given up trying to be better beings.

As a consequence, we don't have Peace on Earth and Goodwill to All Men. We have instead, war, crime, poverty, greed, immorality, and the general crumbling of society's built-in controls. Without social controls such as manners, give and take, courtesy to those worse off, obeying laws because most of them are good laws. Without controls we have lost control of ourselves. We shall someday lose control completely and Earth will no longer be. Perhaps Armageddon, said by many theologists to predicted by the Bible as to occur during the 70's, will happen.

This article hasn't been the usual cheer and be merry routine we are accustomed to having along with our fake trees, blaring music bought from a TV station during September, twinkling lights that outline our houses, taking the children to see Santa Claus before Thanksgiving, buying expensive gifts in hopes of getting more in return, and then a lazy Sunday or whatever day at home, but then this article wasn't meant to be cheery.

Diplomacy players aren't stupid and I hope they will see the seriousness of the situation and will earnestly try to do better as human beings. If you can't be religious (religions have good codes of ethics and social conducts--but then they have few followers true to their codes), then at least you should be logical and practical to see what we are heading for without trying to do anything about it.

Many no doubt will say that one person couldn't change the world, and that they KNOW others wouldn't follow their example. Some will claim that they don't believe in an afterlife and don't see any rewards for  
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being good and nice to others.

However, truly intelligent people will see where we are heading and try to do their best. One person multiplied by all of his contacts will soon lead to millions of others having been given an example. People can not be persuaded if no one sets an example. And, you don't have to be a martyr to set an example.

Maybe I am suggesting too much for you to do against your will. Perhaps if we just apply it to our Diplomacy Community and prove to ourselves that it would work. Like scientists we could prove on a laboratory specimen (our Diplomacy Community) that goodness would work on a large scale--the world.

According to the Bible, we have all fallen because of Adam and Eve. Many claim that it wasn't our fault that they ate the apple. I claim that since we are not perfect, that we have been successively corrupted by the parent generations. Adam and Eve corrupted their children and their children's children corrupted their children, and so on down through the years to our generations.

In the final analysis--are we going to be pessimistic about human nature and give up and retreat to our own private world? Or are we going to be optimistic and keep trying and to try harder? We could break the chain of evil that has been passed down through the long years of man's history. What we decide to do may be the last decision the human race makes.

In conclusion, I say, "Have a Thoughtful Christmas and a Wise New Year."

# MORE ON GAMESMASTERS AND DEADLINES

(A rebuttal written by Conrad von Metzke)

The issue Len is debating, by his interpretation, is fairness. The issue I am debating is rigidity in Gamesmastering. 'Let him who standeth tense and taut as doth the drawn bow, snap swift to shards with the welcome wisp (of wind).' John Suckling. Let my honourable opponent take note that he suffers the effects of the same false reasoning that plagues so many gamesmasters. It is patently absurd to suggest that by adjudicating and processing game moves in the manner discussed in my previous letter, anyone is getting 'screwed.'

It is only rational to adopt as one's presuppositive notion the idea that, on any given deadline, all players will submit moves on time. Almost all gamesmasters so presume, else they should be predisposed to solicit

replacement or standby orders before the dawning of the deadline. (Arranging standby moves for an errant player after the deadline changes the predisposition not one whit; it merely acts to assuage the effects of the inaccuracy thereof.)

Therefore, no player who submits his orders is going to get screwed merely because any given other player also submits them. The best possible Diplomacy game, qualitatively speaking, is one in which no moves are ever missed, no orders are ever miswritten, and all players are precisely equal in all aspects of skill. This is perforce impossible, and so what we try to do is come as close as is possible. My adjudication system is merely a way of decreasing missed moves without actually cheating anyone or illogically delaying the game.

There is no sloppiness involved. Terms such as 'sloppy,' 'shafted,' 'screwed,' and the like are irrelevant in this context. No player who would otherwise have missed a move can get 'screwed' by having his orders accepted after all; no player whose orders are already in can be 'screwed' by having another player's orders also accepted, since this was the assumption in the first place. The point where rigidity must take precedence is in determining the origin date of orders, and if Lakofka would confine his sterile perfectionism to this level, he would go unquestioned.

Or is 'sloppy,' in Len's dictionary, a synonym for 'humanistic'? If so, then I freely admit my sloppiness, all the while admiring Mr. Lakofka for his absolute, unfluttering neatness.

On the matter of Len's punchy idiocies about revealing one's moves and strategy before formal adjudication has arrived, such matters are the province of each player. If he wants to spill his beans, he is welcome to, but at his own risk. The rulebook specifies that negotiation time limits reoccur seasonally in fifteen-minute increments. In postal play allowances obviously must be made for travel time, and the average allowance is three weeks. This new, longer time span incorporates the existence of several delays or lags. One of them is the period required for the printed adjudications to arrive in the players' hands. This time may be equated to the five minutes or so normally used in personal games for the actual reading of orders; generally, nothing can be negotiated in that particular time period. If negotiation does occur, it is at the risk of a backfire, either because

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the postal game has hit a snag or because the personal game has included a soon-discovered misreading or illegality.

The crux of this whole thing is that some people, Len among them, have one set of definitions concerning what makes a good game and a good gamesmaster, and other people, the present author included, have another set. By my definition Len would not bend to accommodate reasonable problems. The fact that Len does not view his own attitudes this way does not make the charge false, as he rather pompously wails. Actually, about all it does mean is that people with his values like his games, and people with my values like my games, and only sporadically the twain shall meet, thank God. (Anyone intrigued with the 'why' of this division in Gamesmasterial ranks ought to read Bob Ward's superb analysis in Platypus Pie #13, from Brenton Ver Ploeg, 520 Parker, Apt. 202, San Francisco, CA 94118.)

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#### FRANCE, GEOGRAPHY AND THE BALANCE OF POWER

France is one of the major powers on the gameboard. France has a strong defensive location coupled with ample empty supply centers nearby. France, as a matter of fact, is practically given the Iberian Peninsula because no else can pick those two centers up before she does. Having two automatic builds the first Winter helps considerably towards survival. Having a partial corner position, France has only three possible enemies to worry about. One, Italy, has a very short boundary that is easily defensible from both sides. Generally, both countries are neutral to each other in the beginning of the game. Rarely are they active allies, often they become vicious enemies in the mid-game. On the other hand, France has a long border with Germany and is close any anybody is to England across the English Channel. For these two neighbors, both Burgundy and the English Channel represents touchy areas.

Her optional military maneuvers depends on who is her enemy, but in most cases, France can pick up the two centers in the Iberian Peninsula while defending the east from any attack. Even when there is a three-way attack on France by England, Germany and Italy, France is very hard to eliminate. I myself have been a participant as England in such an alliance against France. Even though it is now Spring 1906, France is still there despite our attacks while Italy has been severely weakened by an expanding

Turkish Empire.

Sometimes, France can pick up Belgium in addition to the two in Spain and Portugal. This happens often with a German-French alliance. Other times, Belgium is stood off by Germany, France or England. On rarer occasions, Italy attacks Marseilles and stands off France in Marseilles. Last, it is possible for the French and English to attack and stand each other off in the English Channel.

Rather than discuss further the possible opening moves, I will cover the area of establishing a French hegemony in the west. First of all, your two strongest neighbors are Germany and England. Whom should you ally with? This, of course depends on who seems most sincere and ready to be allied with France. Thus, having determined who will be your ally, you then proceed to decide how to best attack the other. All the meanwhile, it is presumed that you have a non-aggression pact with Italy. If Italy moves into the Piedmont, it only means that she most likely wants a piece of French territory. It must be considered whether Italy has an alliance with Austria. If so, then Italy will probably be able to attack you strongly in the Iberian Peninsula. If Italy attacked Austria, you need not fear any more attacks as Italy will most likely apologize for the intrusion and move back towards Austria. Be careful and wait another year to determine if Italy is really hitting Austria. Sometimes Italy attacks Germany through Austrian territory.

Is Germany allied with England? If England is an enemy of France, she will most likely move for the English Channel. You can decide whether this is possible based upon the response you get from England. It can't hurt to establish communications with both England and Germany. Whoever responds quickest and most eagerly will probably be your best ally. You only need to worry about that player who doesn't respond at all to your letters.

Having determined the possible alliance structure, you then set out to move your units accordingly. If Germany is an enemy, you must support yourself into Burgundy; if England is an enemy, you should not hesitate to move for the English Channel.

It can't hurt, either, to try to piece together the other alliances in the game. Knowing who is allied with whom will give you information as to the long range possibilities. If Italy attacks Germany, Germany will be that much weaker in her attack on France, if she is your enemy.

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If both England and Germany are against you, check to see what Russia is doing. If Russia is moving north strongly, see if Austria or Turkey is allied with Russia. If one is a Russian ally, then England will surely become preoccupied in the north against Russia and won't be helpful against you. Same if you're allied with England in which case you'll more or less fight Germany yourself.

Thus, in this manner of looking all over the board, you can determine ahead of time the problems France and her allies will face. This same information will guide you in making the right builds during the winter seasons. Generally, France has both armies and fleets, but with a good German ally, you'll want to build plenty of fleets for the eventual war with England.

In conclusion, France is a strong country, but I must warn you not to try to fight a two-front war against Germany or England and against Italy. The Switz barrier will weaken your lines of attack/defense and mobility from one flank to the other will be cut. So, France should try to take one country at a time. If this is done with at least one ally, France will most likely survive the game and also have good chances to win.

Next, Germany. ((Comments are most welcomed on this series--JB))

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A REPRINT FROM HOOSIER ARCHIVES  
"The Lepanto Opening" by Edi Birsan

Last time I was asked to print the article on the Lepanto Opening as a good argument for an Italian-Austrian Alliance. Here is that fine article.

By most means of statistical analysis, Italy is the weakest power on the Diplomacy board. This could be attributed to several factors: poor players, a weak position between Austria and France, or the inability of effective trust development between the Austrians and the Italians due to the unusual situation of adjacent home supply centers. More often than not, the Italians are unable to overcome the Turkish position quickly and fall prey to a combination of Turkish resistance and back stabbing by a western power.

A possible reversal of the Turkish domination of the southeast is an alliance between Austria and Italy which uses an unusual opening by the Italians to quickly secure the fall of the Turks. The principal problem in attacking Turkey is that players find its corner position very difficult to crack;

Italian initiative combined with Austrian pressure can remove the Turks for the corner advantage by the emplacement of an Army deep behind the Turkish position in Syria! While it may be an unusual position for an Italian Army, it is the most effective manner to turn the Turkish flank and to threaten the Turkish mainland. The trick then becomes to get there before the Turks block you.

The Spring 1901 moves for Italy should not reveal an open bias toward Austria and should indicate instead a kind of calm wait and see attitude. Thus, the Spring should see the Italians moving Fleet Naples to the Ionian Sea, Army Rome to Apulia and Army Venice holding. This position gives the Italians a secure position in case of Austrian or French threats. Note that the Italians can support themselves in Venice from Apulia if a threat does materialize. Hopefully, the French will be involved in the West and the Austrians will be moving to Albania with their fleet and occupying Serbia.

Then in Fall of 1901, the Italians make the initial set-up for the drive to the East. This is done by convoying the army in Apulia to Tunis. This leaves the Austrian-Italian alliance with two fleets that can threaten the Aegean as well as the flexibility provided by the army in Tunis which can be convoyed back to Italy or to Albania if plans go wrong. The Italian army in Venice holds and is thus able to provide some security in the North. Note that should the Russians and the Turks combine, the Austrians will be in desperate need of an extra army to fend off Russian attacks.

After a winter build of a fleet in Naples, the traditional build of Italy in the first winter, the Italians order the following for the Spring: Fleet Ionian to the Eastern Mediterranean, Fleet Naples to the Ionian, Army Tunis and Army Venice hold. This secures the convoy route, for in the Fall, the Italians are clear to convoy Army Tunis straight to Syria. The fall of the Turks is now a certainty. The positional advantage of moving to the Eastern Mediterranean is enhanced by the existence of the Austrian fleet in Greece. When the Italians make their move to the Eastern Mediterranean, the Austrians should also attempt to force the Aegean, more to keep the Turks out than to gain it for themselves. In the Spring of 1903, the Austrian-Italian alliance will have three fleets that can come to bear on the Aegean as well as an army that can threaten Smyrna. For those who wish to

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fantasize, visions of the Italians moving on Sevastopol can be conjured up by the movement of the Eastern army to Armenia. Or, in the event the Austrians are to be stabbed, the army could be used to very effectively turn any Austrian position in Constantinople.

While this opening is very effective in crushing the Turks caught unaware, it is futile to attempt it if the Turks move their fleet to Constantinople in the Spring of 1901, for they will surely move it to the Aegean in the Fall and build a fleet in Smyrna in the Winter with Spring orders bringing it to the Eastern Mediterranean. Here we see the flexibility of the openings moves, as the army in Apulia could be used for other things, as such a Turkish opening usually means that the Austrians are in for a lot of trouble from the Russians, but then that is another battle and another article.

((This article was reprinted from Hoosier Archives, #43, put out by Walter Buchanan, R.R. #3, Lebanon, IN 46052))

#### CHRISTMASY FAMOUS QUOTES, EXCERPTS

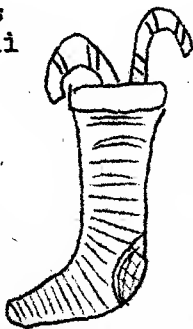
No Santa Claus! Thank God, he lives, and he lives forever. A thousand years from now, Virginia, nay, ten times ten thousand years from now, he will continue to make glad the heart of childhood. --Francis Church, Is There a Santa Claus?

I heard the bells on Christmas Day  
Their old, familiar carols play,  
And wild and sweet  
The words repeat  
Of peace on earth, good-will to men!  
--Longfellow, Christmas Bells

For unto you is born this day in the city of David a Saviour, which is Christ the Lord. --LUKE. II. ii

'Twas the night before Christmas,  
when all through the house  
Not a creature was stirring--not  
even a mouse:  
The stockings were hung by the  
chimney with care,  
In hopes that St. Nicholas soon  
would be there.

--Clement C. Moore, A Visit from St. Nicholas



A VERY MERRY CHRISTMAS TO ALL  
FROM IMPASSABLE!

Peace  
On Earth

#### STATISTICS OF THE SCOTICE SCRIPTI III DIPLOMACY GAMEBOARD by Charles Reinsel

Charles Reinsel is a well-known writer of many good statistical articles and has written a series based on the regular gameboard for Diplomacy Review, the official IDA newsletter. Now, Charles has come up with an excellent statistical article on the Scotice Scripti III gameboard as I revised it. The Scotice Scripti III game is just about filled (maybe filled after this has been typed up) and this article will help the players to decide how to play their options. As a result of this article's in-depth study, I will allow all players signed up for the SSIII to revise their preference lists. Those who haven't submitted any preference list will be required to do so before the next deadline of Impassable. Now, for the article!

The Scotice Scripti III map has a total of 105 spaces to which pieces may move. 72 of these are land provinces. 33 are sea spaces. 23 of the spaces are land locked and may only be entered by Armies. Fleets may go to the 33 sea spaces, and the 49 coastal land areas for a total of 82 spaces. This is 10 more than the 72 spaces that armies may move to. Of these 72 land spaces, 36 are supply centers and 36 are non-supply provinces.

Of the 23 spaces that may only be reached by armies, 11 are supply centers and 12 are not. 17 of the 105 spaces of John Boyer's game map touch the impassable rectangular border. Of these 17 impassable border spaces, 14 may be entered by fleets, and 3 may be entered only by armies. 12 of these outside border spaces are sea spaces, and 5 are land provinces. Of these 5 land provinces, 2 are supply centers and 3 are not.

KEY: (Explanation of following chart!)

A=Total provinces in homeland  
B=Number of supply centers  
C=Non-supply centers  
D=Borders other major powers  
E=Borders other supply centers  
F=Homeland Border Spaces\*  
G=Foreign Spaces along border\*  
MA=Average Mobility of Army units  
MF=Average Mobility of Fleets

OM=Total Offensive (outward) Mobility  
DM=Total Defensive (homeward) Mobility

\*If F is greater than G, it is a favorable situation. However, if G is greater than F, the border situation is unfavorable.

M=Mobility is hereby defined as the number of adjoining spaces to where a piece may

(continued on next page, col. 1)



legally move to.								Avg.	Avg.	Tot.	Tot.	Tot.	Avg.	The worst border confron-
<u>COUNTRY</u>	<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>	<u>E</u>	<u>F*</u>	<u>G*</u>	<u>MA</u>	<u>MF</u>	<u>OM</u>	<u>DM</u>	<u>M</u>	<u>M</u>	tation happens to be a-
Connacht	6	4	2	3	3	6	11	4.5	3.0	19	26	45	3.8	round Ulster which along
Leinster	12	5	7	3	3	9	10	5.0	1.3	21	54	75	3.1	with the fact that "E" is
England	10	4	6	2	3	7	11	4.6	1.1	21	36	57	2.9	1 seems to mean that Ulster
Munster	7	4	3	2	3	6	10	4.4	3.1	19	34	53	3.8	is not destined to win many
Scotland	8	4	4	2	3	8	16	4.1	3.5	25	35.7	60.7	3.8	games! The best border sit-
Orkney	8	6	2	1	1	8	15	1.4	3.8	29.5	12	41.5	2.6	uation is at Kymru which
Kymru	12	5	7	1	3	10	11	4.5	2.4	23	60	83	3.5	along with the lowest "D,"
Ulster	9	4	5	2	1	8	11	4.4	2.6	21	42	63	3.5	and a high "B" and "E" also
Total	72	36	36	-	-	-	-	4.1	2.8	-	-	-	3.4	would be a safe country to
Sea Spaces	-	-	33	-	-	-	-	-	6.0	-	-	-	-	play in this game!

Key to below chart: F=Mobility of a fleet in said space.

space.

HIGH SEAS: 33 spaces

Space	F	Space	F	Space	F	Space	F	Space	F	Space	F
BaB	6	NMI	7	Nth	5	SLB	6	StG	5	Dro	8
BaS	5	NeA	3	Wes	7	Mat	5	Bri	7	Iri	7
WNS	4	WHe	5	WIF	5	Gal	7	NGC	9	ChB	7
NHe	6	Min	8	DoB	4	TrB	4	CaB	6	Sol	5
		LoB	4	Nat	3	SAT	4	MoB	4	NIS	11
		Isl	11	IAT	8	SGC	6	SIS	7	Avg.	6.03

The most important sea spaces in this game are the Islay Firth and the North Irish Sea, both of which have a fleet mobility of 11. The weakest seaspaces with a mobility of 3 are Northeast Atlantic and North Atlantic.

Key to Mobility Charts below: A=Mobility of an army in said space, F=Mobility of a fleet in said space, OA=Offensive mobility of an army in said space, DA=Defensive mobility of an army in said space, OF=Offensive mobility of a fleet in said space, DF=Defensive mobility of a fleet in said space.

<u>Connacht</u>	<u>A</u>	<u>F</u>	<u>OA</u>	<u>DA</u>	<u>OF</u>	<u>DF</u>	<u>England</u>	<u>A</u>	<u>F</u>	<u>OA</u>	<u>DA</u>	<u>OF</u>	<u>DF</u>
Law	2	4	0	2	2	2	Wor	3	0	0	3	-	-
Bre	4	3	2	2	2	1	Glo	6	0	2	4	-	-
Tua	4	5	0	4	3	2	Oxf	5	0	0	5	-	-
Sli	4	3	0	4	1	2	Str	5	0	1	4	-	-
Ros	8	0	4	4	-	-	Cum	4	4	2	2	3	1
Lei	5	3	3	2	2	1	Yor	5	2	2	3	2	0
Tot	27	18	9	18	10	8	Che	6	3	2	4	2	1
Avg	4.5	3.0	1.5	3.0	1.7	1.3	Sta	5	0	2	3	-	-
							Ber	3	2	1	2	2	0
<u>Leinster</u>	<u>A</u>	<u>F</u>	<u>OA</u>	<u>DA</u>	<u>OF</u>	<u>DF</u>	Der	4	0	0	4	-	-
Ang	4	0	2	2	-	-	Tot	46	11	12	34	9	2
Uri	6	0	2	4	-	-	Avg	4.6	1.1	1.2	3.4	0.9	0.2
Plu	4	3	1	3	2	1							
Wic	4	4	0	4	2	2	<u>Orkney</u>	<u>A</u>	<u>F</u>	<u>OA</u>	<u>DA</u>	<u>OF</u>	<u>DF</u>
Oss	5	0	2	3	-	-	Str	3	5	1	2	3	2
Bar	5	0	0	5	-	-	Lor N	2	4	1	1	3	1
Off	5	0	1	4	-	-	S	2	3	1	1	2	1
Tar	5	0	0	5	-	-	Kin	1	4	0	1	3	1
Dub	4	4	0	4	2	2	Heb	0	4	-	-	4	0
Kil	6	0	0	6	-	-	Sky	1	3	1	0	3	0
Mea	8	0	3	5	-	-	Dur	2	3	1	1	2	1
Wex	4	4	1	3	3	1	Cai	2	4	1	1	3	1
Tot	60	15	12	48	9	6	Man	0	4	-	-	4	0
Avg	5.0	1.3	1.0	4.0	0.9	0.5	Tot	11	30.5	5	6	24.5	6
							Avg	1.4	3.8	0.6	0.8	3.1	0.8

Mobility charts for Kymru, Munster, Scotland, and Ulster are on the next page.

Scotland	A	F	OA	DA	OF	DF
Alc	5	4	0	5	2	2
Ber	6	3	2	4	1	2
Cal	4	4	0	4	2	2
Sut E	6	3	4	2	2	1
N	6	3	4	2	3	0
S	6	5	4	2	4	1
Lis N	4	3	1	3	2	1
S	4	3	1	3	2	1
Dun	3	4	1	2	3	1
New	2	3	1	1	2	1
Lot	3	3	0	3	1	2
Tot	33	27.7	9	24	16	11.7
Avg	4.1	3.5	1.1	3.0	2.0	1.5

Ulster	A	F	OA	DA	OF	DF
Spe	3	3	0	3	1	2
Dal	4	4	0	4	2	2
Mou	4	3	2	2	2	1
Try	7	0	3	4	-	-
Ern	5	0	2	3	-	-
Qna	6	0	0	6	-	-
Arm	5	3	0	5	1	2
Dow	2	4	0	2	2	2
Don	4	6	1	3	5	1
Tot	40	23	8	32	13	10
Avg	4.4	2.6	0.9	3.6	1.4	1.1

Kymru	A	F	OA	DA	OF	DF
Gwy	5	3	1	4	2	1
Mer	4	3	0	4	1	2
Her	6	0	2	4	-	-
Gwe	5	3	2	3	2	1
Mor	3	3	0	3	1	2
Deh	4	3	0	4	1	2
Dyf	2	4	0	2	2	2
Car	5	4	0	5	2	2
Bue	6	0	0	6	-	-
Pow	6	0	0	6	-	-
Str	6	0	3	3	-	-
Man	2	6	0	2	4	2
Tot	54	29	8	46	15	14
Avg	4.5	2.4	0.7	3.8	1.3	1.2

Munster	A	F	OA	DA	OF	DF
Tho	4	3	1	3	2	1
Wat	4	3	2	2	2	1
Dec	2	4	0	2	2	2
Cas	8	0	4	4	-	-
Lim	4	3	0	4	1	2
Tra	4	5	0	4	3	2
Cor	5	4	0	5	2	2
Tot	31	22	7	24	12	10
Avg	4.4	3.1	1.0	3.4	1.8	1.4

Some conclusions: As far as mobility is concerned, Connacht, Munster and Scotland are tied at the top. Orkney is the lowest because of the very limited use of Armies to her disposal! The greatest land mobility in this game will be Leinster which with its favorable F/G relationship should make it the most fun to play. Orkney will be master of the seas in this game! The weakest seapower in this game, surprise, is England. She just can't get her fleets out to battle! Connacht has the best offensive army average mobility! Leinster has the best defensive Army average mobility! Orkney has the best offensive fleet capabilities! Scotland has the best defensive fleet position! Leinster also has a very weak fleet situation! So, it should be an interesting game. Good luck because here come the Army/Fleets! The secret weapon in this game! ((An excellent article and effort by Charles Reinsel and the hobby is exceedingly lucky to have him back as a publisher and game player!!))

#### GAME OPENINGS IN RECENT ARRIVALS

The following are a few of the recent arrivals that I have just looked through in my big pile of trades (yes, I have piles like everyone else--piles of envelopes, piles of old Impassables, piles of recent trade copies) and found to have openings. So, here they are in no particular order:

Arrakis--John Leeder, Box 1606, Huntsville, Ontario, Canada. GF is \$3 for IDA members and \$4 for others. Sub is \$1 per 100 pages.

Voice of the North--Tim Tilson, 200 W. 9th Ave., Sault Ste. Marie, MI 49783. GF is \$1 deposit and sub. Sub rate is 8/\$1.

Ipomoea--John Lawrey Jr, P.O. Box 86, Salome, AZ 85348. GF is \$3 and one 8¢ stamp. Sub rate is 8/\$1.50.

Big Brother--Charles N. Reinsel, 1709 32nd (cont. on second col.)

St., San Diego, CA 92102. GF is \$7. You can't trade or sub to this zine, but this guy has a reputation for top notch games-mastering. Worth the \$7--maybe you can play against me!

Midwestern Courier--Ray Bowers, 625 Evans, Kirkwood, MO 63122. GF is \$4 and sub rate is 10/\$1.

Armadillo--The House of Coop (Steve Cooper), 3073 S Buchanan St., B-2, Arlington, VA 22206. GF is \$4 with \$1 off for IDA members. Sub rate is 6 for \$1.

The Silmarilli--Chic Hilliker, 3312 Stoneycrest, Bloomington, IN 47401. GF is \$4 and Sub rate is 8/\$1.

I am making this a regular feature of Impassable as a help for the newcomers who will be receiving a copy free as my service for them. Still, anyone can use the info. If you're not sure about quality, inquire.

GAME 1970BJ, Spring 1905

ENGLISH CHANNEL IS SCENE FOR BIG FLEET PARTY WITH ENGLAND, GERMANY AND FRANCE HOSTED BY ITALY WHO TOOK THE DOOR PRIZE

Type Error in #13--Winter 1904 Position for France was F Wal, not Iri.

AUSTRIA (Beyerlein): A Vie-Boh, A Ukr-Gal, A Bud S A Ukr-Gal, A Rum S A Ukr-Gal, A Ser S A Rum, A Bul-Con, F Aeg S A Bul-Con  
ENGLAND (Thomas): F Nat-Liv, F Edi-Cly/r/, F Lon S Ita F Mid-Eng

FRANCE (Lakofka): F Wal-Eng

GERMANY (Cooper): A Ruh-Mun, A Boh S A Ruh-Mun/r/, A Gas-Mar, A Bur S A Gas-Mar, A Par-Bre, F Nth-Eng, F Den-Nth

ITALY (Phillips): F Nap-Ion, A Tyo S Aus A Vie-Boh, A Pie S A Mar, A Mar S F Por-Spa (NC), F Por-Spa (NC), F Spa (SC)-Mid, F Mid-Eng, F Iri-Liv/nsu/

RUSSIA (Richter): A Mos-Ukr, A War S A Mos-Ukr, F Bla-Rum, A Sev S F Bla-Rum, A Ank-Con, F Smy S A Ank-Con, F Cly-Edi, F Nwg S F Cly-Edi, A StP-Mos

SUMMER & FALL ORDERS due Friday, January 12, 1973, at noon.

Propaganda--

Moscow--ITALY???

St. Petersburg--ITALY???

Wales--If I die I want it to be near home, not in \*!&%?# England!

Warsaw--ITALY???

Sevastopol--ITALY???

Rome(F Iri-lvp)--The soggy English climate is obviously bad for Poles. Note the degeneration of grammar and spelling that accompanies the declining thought process. Alas, poor Lenard, etcetera, etcetera.

Impassable--Note that "etcetera" is supposed to be two words. Running them together is poor spelling and vocabulary. However, I must apologize for forgetting the "y" in "ally" of Wales in #13 of Impassable. Is the soggy and wet climate of the English Channel already affecting the Italians?

GAME 1972AZ, Spring 1904

ENGLAND ADVANCES ON ALL FRONTS WHILE BOTH GERMANY AND RUSSIA TRY TO HANG ON

Type Error in #13--Winter 1903 Position for Russia was A War, not Mos

AUSTRIA (Osmanson): A Bud-Ser, A Ven S Ita

A Rom H, A Gal-War, A Ukr S A Gal-War, A Sev-Mos, A Gre-Bul, F Aeg S A Gre-Bul, A Rum S A Gre-Bul/r/

ENGLAND (Wiskow): A Den-Kie, F Bal-Ber, F Hel S A Den-Kie, A Lon-Hol, F Nth C A Lon-Hol, A StP-Liv, F Bar-StP (NC)

FRANCE (Mahler): F Tun-Ion, A Naf-Tun, F Tyr S A Tus-Rom, A Tus-Rom, A Mar-Gas, A Par-Gas, A Bel-Pic, F Hol-Bel

GERMANY (Richter): A Ber-Mun, F Kie-Den/r/, ITALY (Hollingsworth): F Smy-Con, F Ion-Apu, A Rom H, A Bur-Par

RUSSIA (De Prisco): A War-Mos/r/

TURKEY (Thomas): A Bul-Rum, F Bla S A Bul-Rum, A Mos H

SUMMER & FALL 1904 ORDERS due Friday, January 12, 1973, at noon.

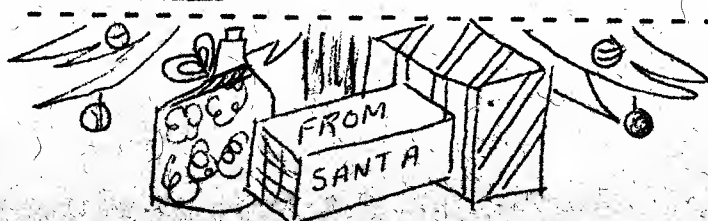
Propaganda--

France (Tus-Rom)--Sorry, D.H., I trusted you until I got your last letter. N-QB3. Gen. Hatton--Who said the Turks are dumb? Further west, Austria's about ready to stab Italy. The Eyeties and Limeys will unite against them Frogs. Austria should WIN, but England still has a chance. Winter 1905: T1, I2, F6, E11, A14.

Giuseppi Garibaldi--No sooner do I hear from England than Turkey, Russia, and Germany go silent. Thank heavens Howard and William write regularly.

Radio Free Clyde--After reading the recent press releases, the queen commented that the idiot who incorrectly guessed France's build (Fleet Brest) was probably the same fool who misappropriated "Radio Free Clyde."

After a recent round of secret negotiations with the French, the Prime Minister announced that the alliance with that nation has been re-established and the forces of both Britain and France would be working closely to destroy the threat to European peace and security presented by the Austro-Hungarian/Italian Alliance. The Prime Minister went on to say that this relationship would be dissolved immediately and forcefully should Britain be deceived again. Impassable--The French byline in last issue was typed correctly. Don't forget that I print almost anything including deceiving press releases. 1. P-K4, P-K4; 2. N-KB3, N-QB3; B-QN5.





GAME 1972BG, Autumn & Winter 1903

EUROPEAN POWERS ARE QUIET! GM APOLOGIES FOR THE RECENT SPITE OF TYPOS!

Type Error in #13--Used standby orders for Austria instead of Pyle's. Differences in the moves were Austrian A Ser and F Gre both S Rus A Rum-Bul. Thus, Russian order A Rum-Bul succeeded. As a result, both Austria and Russia stood pat for this winter. Another typo was F Lyo-Mar as this order failed and wasn't underlined.

Autumn 1903--England retreats F Eng-Wal; Russia retreats F Swe-Bot; and Turkey retreats F Bul (SC)-Aeg. No order was received for F Ank and GM automatically disbanded F Ank.

Winter 1903--

AUSTRIA (Pyle): Stands Pat  
ENGLAND (Keller): B F Lon  
FRANCE (Murray): Stands Pat  
GERMANY (De Prisco): Stands Pat  
ITALY (Hrbek): B F Nap  
RUSSIA (Fish): Stands Pat  
TURKEY (Tovson): Stands Pat, 1 unit was disbanded in Autumn 1903

SPRING 1904 ORDERS due Friday, January 12, 1973, at noon.

Winter 1903 Positions--

Austria: A Ser, F Gre, A Sil, A Boh, A Tyr (5); England: A Den, F Nth, F Nor, F Wal, F Lon (5); France: F Bel, F Eng, A Bre, A Mar, F Spa (SC) (5); Germany: F Swe, F Bel, A Ber, A Mun, A Ruh (5); Italy: A Pie, A Tus, F Lyo, F Por, F Nap (5); Russia: A Ank, F Bla, A Bul, F Bot, A War, A Pru, A Ukr (7); Turkey: F Aeg, A Smy (2)

Propaganda--

Denmark--Liberating D.K.R. forces were shocked to find everything in perfect order. It seems that the Germans enjoyed looting the dumps and pigsties more than the towns.

London--Recently the Russians have apparently picked up the detestable habit of avoiding soap from the Germans. This could be a great super weapon, as the stench enables the soldiers to slide over great distances of water. The ministry has expressed the opinion that the Russians should try to be a little neater, because already the North Sea is beginning to become tainted with water coming down from up north...and it's killing all the fish. Unfortunately, it's not killing any Germans.

Turkey--Russia and Austria have been pounding

Turkey for 3 years and still Sulieman the Magnificent, Sultan of the East has control. This doesn't say much for the Russian and Austrian rulers in spite of their size. Upsluck, Iowa--Has anyone been watching Budapest???

Impassable--I am trying to watch my typing as it somehow seems that I have picked up a jinx with this game. I can't explain it, but I am crossing my fingers with this season's report, and hopefully, the errors will disappear.

GAME 1972BW, Fall 1903

WHAT'S GOING ON DOWN IN THE BALKANS? THIS IS NOT A WAR--IT'S TWO SEPARATE WARS! THE GERMAN-FRENCH TRENCH WARFARE IS STILL IN THE MUD! RUSSIA IS STAGGERED BY DEFEATS!

Type Error in #13--Russian A Bud was annihilated and did not have the option of retreating.

ENGLAND (Nielsen): A Wal H, F Den-Swe, F Nwg-Nor, F Nth S F Nwg-Nor  
FRANCE (De Prisco): F Eng-Mid, A Bel S A Bur-Ruh, A Bur-Ruh, A Pic S A Bel, A Par-Bur, A Gas S A Par-Gas  
GERMANY (Davies): A Hol-Bel, A Ruh S A Hol-Bel, A Mun-Bur, F Kie S Rus F Ska-Den/nso/  
ITALY (Lindauer): A Bud S A Vie-Gal, A Gal-War, A Tri S Tur A Ser, A Vie-Gal, F Aeg S Tur A Gre-Bul, F Ion H  
RUSSIA (Knudsen): A Rum S Tur A Ser, A Bul S Tur A Gre/nso/a/, A Arm-Sev, F Bla S A Rum, A Sev-Mos, F StP (NC) S F Ska-Nor, A Nor-Swe, F Ska-Nor  
TURKEY (Abbott): A Ank-Arm, A Gre-Bul, A Ser S Ita A Bud-Rum/nso/, F Con-Bla, F Smy-Con

WINTER 1903 ORDERS due Friday, January 12, 1973, at noon.

Fall 1903 Supply Center Chart--

England: Home, Den (4) Stands Pat  
France: Home, Bel, Spa, Por (6) Stands Pat  
Germany: Home, Hol (4) Stands Pat  
Italy: Home, Tun, Tri, Vie, Bud, War (8) Builds two  
Russia: Sev, Mos, StP, War, Nor, Bud, Swe, Rum, Bul (6) Removes two, lost 1 unit in Fall 1903

Propaganda--

Gascony--ZZZZZZZZZZ.

Paris--ZZZZZZZZZZ.

(continued on next page)

Burgundy--ZZZZZZZZZZ.

And the rest of France--ZZZZZZZZZZ.

Reykjavik, Iceland--At this time, the news correspondent is en route to the European continent to be able to observe the massive fighting first hand. He'll be reporting again beginning in Winter 1903, if all goes well during his trip. Be watching for his column!

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GAME 1972CD, Spring 1903

ITALY TAKES VENICE, AUSTRIA GETS TRIESTE BACK, THE WESTERN FRONT LOOKS LIKE A THREE WAY STAB PARTY AND THE RUSSIANS ARE KICKED OUT OF SOUTHEASTERN EUROPE!

AUSTRIA (De Lucia): F Alb-Tri, A Vie S F Alb-Tri/r/, A Bud S F Alb-Tri, A Ser S F Alb-Tri

ENGLAND (Schleinkofer): F Nth-Hel, F Lon-Nth, F Nor-Ska, F StP (NC)-Nor, A Yor H

FRANCE (McKeon): F Mar H, A Mun H/r/, A Pic S A Gas-Bur, A Par S A Gas-Bur, A Gas-Bur, F Mid-Eng

GERMANY (Ray): A Bel-Hol, A Kie-Mun, A Ruh S A Kie-Mun, F Hel-Kie, F Den-Nth

ITALY (Morris): A Tri-Vie, A Tyr S A Tri-Vie, A Ven-Tri, F Ion-Eas, F Tyr-Ion

RUSSIA (Brennan): F Swe-Nor, A Gal-War, A Ukr-Mos, A Rum-Sev/r/

TURKEY (Nelson): F Aeg-Gre, A Con-Rum, F Bla C A Con-Rum, A Bul S A Con-Rum, A Sev S A Con-Rum

SUMMER & FALL 1903 ORDERS due Friday, January 12, 1973, at noon.

Propaganda--

Rome, April 6, 1903--The Italian Parliament today voted full support of King Victor Emmanuel's new war on Austria-Hungary. His Majesty has termed the endeavor as "a crusade to free the numerous oppressed minorities, ruled by the notorious Red Baron of Vienna. These include the Czechs, Slovaks, Magyars, etc.--not to mention the Austrian satellite nations of Serbia and Greece."

The Red Baron via Vie--I don't see how the grand Italian People (treaty-loving people) could back such a numbskull (the dumb WASP). It must have been an awful rainy day when he got in.

Here on the front, the combined efforts of sea, air, and mostly army are destroying the demoralized Italian army while Greece is secure, (Thanks to the brilliant Turkish fleet).

I'll have to be cutting it short now for

we are now taking more prisoners (2,000) in the Belo pocket. I don't know what I'm going to do with them all. I do know I'm going to find a nice home in Venice. Au Revoir.

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GAME 1972CJ, Autumn & Winter 1902

FLEET BUILDING DOMINATES THE WINTER SCENE AS THE EASTERN ALLIANCE PREPARE FOR THE CONQUEST OF EUROPE!

Autumn 1902--Germany retreats A Mun-Kie; Italy retreats A Mar-Gas. No retreat order was received for German A Ber and GM thus automatically disbands Ger A Ber.

Winter 1902--

AUSTRIA (Verheiden): B A Vie, F Tri

ENGLAND (Cairns): B F Edi, F Liv

FRANCE (Cooper): R A Bur

GERMANY (Ostapkovich): Stands Pat

ITALY (Lakofka): B F Nap

RUSSIA (Wrobel): B F StP (SC)

TURKEY (Atteberry): R A Arm

SPRING 1903 ORDERS due January 12, 1973, at noon.

Winter 1902 Positions--

Austria: A Mun, A Boh, F Aeg, A Bul, A Gre, A Vie, F Tri (7); England: A Lon, F Nth, F Eng, F Edi, F Liv (5); France: F Mid, F Bre, A Mar (3); Germany: A Hol, F Bal, A Kie (3); Italy: F Iyo, A Gas, F Spa (SC), A Tyr, F Nap (5); Russia: A Swe, F Ber, A Pru, A Mos, F Sev, A Rum, F StP (SC) (7); Turkey: F Con, A Smy, F Bla (3)

Propaganda--

A Marseilles to Gascony--Chuckle!

The Dream Maker, Chapter 6--Stan Rumble was aghast! FBI agents, constitutional rights! Oh, of course, it was just routine.

"Mr. Eastland, is that correct?" said Stan, regaining some degree of composure.

"Yes, Mr. Rumble. Would you tell your story in any way you see fit, you have been duly advised and have waived the right to council."

"Well Mr. Eastland, I am baffled. The plane I was on, did crash and many were killed, that much I'm sure of. But, how did I survive?"

"The plane, you were on, did crash, technically. But you were already in this hospital by then, Mr. Rumble."

"I don't understand. I saw the flames and the town. And the horror of it all! I  
(continued on next page)

was there!"

"This is the aftermath, Mr. Rumble."  
Eastland produced the Seattle Post. The headline blazed across the page--163 DEAD, 79 INJURED AS PLANE CRASHES IN CALIFORNIA TOWN.

The town of Rough & Ready, California was the scene of one of the worst catastrophies in modern times. Seattle to Chula Vista Jet #834 crashed into the town's Grange Hall killing the 96 passengers, the crew of 6, 61 town's people and injuring 79, many critically.

"Seattle to Chula Vista! But I was flying to Seattle from Chula Vista!"

"Yes, Mr. Rumble! That's what we want to know. Two nights ago, on the same aircraft, just over the town of Rough & Ready, you went berserk claiming the aircraft was on fire and that you would crash--when in fact nothing occurred. You passed out and were brought here--as a supposed mental patient. But then yesterday the return flight did crash! We also found out that your Uncle, Mr. Charles Gregory was, of all things, shot down in Waco, Texas the day you left Chula Vista. Two airplane disasters in two days. You don't wonder that we suspect something, do you, Mr. Rumble?!"

Stan's head was spinning. Should he tell them about the Dream Maker and the revival of his memories?.....of Roddy Wacker's death and the tenement fire, here in Seattle, he came to investigate? No, they would surely think he was insane. But, he did predict the future, maybe that was an out. He might be labled a telepathic. Stan proceeded to tell them everything. Their tape recorders just drank it in. After an hour they said they would have to go, but would return soon.

"Mr. Rumble, you have been certified as physically fit. We are taking you across town to see a police psychiatrist" "You don't believe me!" "Let's not judge, Mr. Rumble."

He was unceremoniously placed in a car and transported away. As they rode, Stan fell asleep thinking he must be vindicated. Suddenly there was a skidding of tires and the car crashed in flames. Stan awoke quickly. He looked out of the car window, they had only stopped for a traffic light! Then he looked to the FBI agent beside him. What remained was a badly burned and charred corpse! The driver was also burned beyond recognition. Stan ran from the car. He had dreamt his way out of danger!

Next chapter--The Power.  
((Holy toledo--is Stan Rumble becoming corrupt with the power he has been given? I can't wait to see what happens!))

Warsaw--"Twelve good horses and silver candlesticks won't stop the snow falling in Bialystok."

Impassable--If you're using Polish horses and Polish Candlesticks, it won't even stop the snow in Cuba from falling. Did you ever try glue imported from Poland? It doesn't stick on anything except Polish Dill Pickles or Polish Sausage. As for Polish Candlesticks, they always burn or let the wax drip--not only that, even Polish Platinum plating falls off like old wall paint if you get them wet. Ah, the snow if falling quite heavy in Warsaw.  
London--General Winkle announced the opening of talks with the French government. The purpose of the talks was not announced although informed observers have heard rumors of a clearance operation directed against a mysterious infestation of a "green slime" on French beaches.

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GAME 1972CK, Autumn & Winter 1902

MINOR POWERS BUILD UP THEIR FORCES TO MAKE A CLOSELY CONTESTED WAR IN EUROPE!

Autumn 1902--Germany retreats A Mun-Kie; Russia disbands F Rum.

Winter 1902--

AUSTRIA (Chine): Stands Pat  
ENGLAND (St. Johns): B F Edi  
FRANCE (Gray): B A Par  
GERMANY (Lindauer): Stands Pat  
ITALY (Gershenson): Stands Pat  
RUSSIA (Davis): B A Sev  
TURKEY (White): B F Smy

SPRING 1903 ORDERS due Friday, January 12, 1973, at noon.

Winter 1902 Positions--

Austria: A Rum, A Gal, A Vie, F Eas, A Ser (5); England: F StP (NC), F Ska, F Nth, F Edi (4); France: F Nat, F Bel, A Pic, A Spa, A Bur, A Par (6); Germany: A Ber, A Hol, A Kie, F Den (4); Italy: A Sil, A Mun, A Tyr, F Mid, F Ion (5); Russia: A Ukr, F Swe, F Nor, A Fin, A Sev (5); Turkey: A Gre, F Aeg, F Bul (SC), A Con, F Smy (5)

Propaganda--

Berlin--I would like to announce the fact that King David and Kaiser Harvey are playing their own private game within this war. It goes like this: In the Spring, Italy and Germany are allied, but in the Fall, Italy doublecrosses Germany. This new game is called, "Follow the Bouncing Munich." The  
(continued on next page)



game seems to be getting popular, because France wants to join it also.

Germany, Jan. 1, 1903--The German Government would like to thank the French Government for showing us who our friends really are, or rather, aren't. It's a good thing that you went against Germany now, because we might have gone through the whole game as allies, and I wouldn't have even known that we are really enemies.

Paris-December 31, 1902--The French General Staff announced that even though they were unable to support the movements of the German Army to Munich they do not consider a state of war to exist between France and Germany.

Richardson, TX, 12/5/72--She's a girl!

Nicole Suzanne Gray was born at 10:48 a.m. on December 5, 1972. Wt. 7lbs, 14oz. and 19½ in. long.

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GAME 1972DD, Fall 1902

ITALY COMPLETES THE LEPANTO AND LANDS IN SYRIA  
TO THE DISMAY OF SILENT TURKEY! GERMANY  
COULDN'T TRUST FRANCE! TURKEY SPITTERS!  
RUSSIA GAINS TWO CENTERS! WAR!

Note: Will Mr. Schill please submit standby orders for Turkey? Mr. Schleinkofer can back up. It is possible that Mr. Stone's orders have been unduly delayed. If such be the case, I will inform all the players as quick as possible.

AUSTRIA (Leerkamp): A Tri-Tyr, A Vie-Boh,  
A Bul H, A Ser S A Bul, F Gre-Aeg

ENGLAND (Dick): A Edi-Liv, F Nth-Yor, F Lon  
S F Nth-Yor

FRANCE (Fujihara): F Iri-Liv, F Eng S Ger  
F Yor-Lon/nso/, A Bel-Bur, F Spa (50)-Mid,  
A Por-Spa

GERMANY (Chin): F Hol-Nth, F Yor-Edi/a/,  
A Ber-Pru, A Den H/r/, A Ruh-Bel

ITALY (Roll): A Ven-Apu, A Tun-Syr, F Ion  
C A Tun-Syr, F Eas C A Tun-Syr

RUSSIA (Nelson): F Nor S Eng F Nth H/nso/,  
F Ska-Den, A Swe S F Ska-Den, A War-Sil,  
A Rum H, A Arm-Ank, F Bla S A Arm-Ank

TURKEY (Stone): NOR A Con H, F Ank H/a/,  
F Aeg H

AUTUMN & WINTER 1902 ORDERS due Friday,  
January 12, 1973, at noon.

Fall 1902 Supply Center Chart--

Austria: Home, Ser, Gre, Bul (6) Builds 1

England: Home (3) Stands Pat

France: Home, Por, Spa, ~~Pat~~ (5) Stands Pat

Germany: Home, Hol, ~~Den~~, Bel (4) Stands Pat

Italy: Home, Tun (4) Stands Pat

Russia: Home, Rum, Swe, Nor, Den, Ank (9)  
Builds two

Turkey: Con, Smy, ~~Ank~~, ~~Pat~~ (2) Stands Pat,  
lost two units in 1902

Propaganda--

Budapest--The recent overthrow of the Habs-  
berg Empire and the subsequent precipitation  
of the Wrong Wing government of Helmuth von  
Grubberdorff has caused all Europe to  
speculate about the future aims of the  
Austrian Military Machine. Present indica-  
tions are that the new leadership will order  
a strong Defensive Force to protect border  
areas of the Homeland that have previously  
been left undefended. Grubberdorff's chief  
military advisor, General Clotz Donut  
recently stated that, "Austria's military  
objectives will be to promote peace by  
overtly displaying whatever military strength  
is necessary to ward off any attacks by  
her belligerent neighbors."

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GAME 1972DF, Winter 1901

GERMANY BECOMES WORLD POWER SECOND TO NONE  
WHILE FRANCE, ITALY, RUSSIA AND TURKEY ALL  
ARE TIED FOR SECOND SPOT. THIS IS A TIGHT  
LITTLE FRIENDLY WAR!

AUSTRIA (Conner): R F Alb

ENGLAND (Lindauer): B F Liv

FRANCE (Hilliker): B F Bre, F Mar

GERMANY (Schill): B A Mun, A Ber, F Kie

ITALY (Strickland): B F Nap, A Rom

RUSSIA (Grove): B A Sev

TURKEY (Blank): B F Smy, A Con

SPRING 1902 ORDERS due Friday, January 12,  
1973, at noon.

Winter 1901 Positions--

Austria: A Bud, A Vie (2); England: A Yor,  
F Nth, F Nor, F Lyp (4); France: F Eng,  
A Por, A Spa, F Bre, F Mar (5); Germany:  
A Hol, A Bel, F Den, A Mun, A Ber, F Kie  
(6); Italy: F Tun, A Ven, A Tri, F Nap,  
A Rom (5); Russia: F Bot, F Rum, A Gal, A  
Ukr, A Sev (5); Turkey: A Gre, A Bul, F  
Ela, F Smy, A Con (5)

Propaganda--

Berlin--Count Curt Von Duncelndorff said that  
Baron Jon Jerkstein of Austria was consider-  
ing extending his visit to Germany due to  
the ill health of his relatives.

Berlin--Will the idiot trying to stir up  
trouble between England and Germany by

(continued on next page)

using a "Berlin" byline please stick it in his ear?

Crete--In the coming moves I see Turkey, Russia, and Italy destroying Austria-Hungary and then Turkey and Italy turning on Russia. England is taking a stand against France and Germany, but will not last long without help. There also seems to be confrontation between Russia and Germany in Sweden. This may spell trouble for both countries.

Dol Amroth--Prince Imrahil today was heard to ask the prophet of the sea, "Wither shall France wander?" The prophet said in reply; Rather sir you should ask where shall she go momentarily? Box the paragraph to find the province.

London--Conservative Party Leader Reginald Cleanhands clearly stated that ~~his country~~ had come to the firm conclusions on the Austrian question that they (England) would not decide the English position at the moment. Moscow--The Czar of all Russia today promised the annihilation of the Turkish state with the greatest possible dispatch. He also stated that only "Moscow" press is official. All others are revisionist attempts to create chaos.

Rome--Mario Spaghetto of the Italian Defense Department announced that an invitation had been extended to Emperor William IV of Austria for a quick vacation on one of their two resort islands-Elba or Corsica.

Spandau--The German monarch wishes peace with all intelligent rulers in Europe. He said one gentleman didn't quite fit either class. When questioned concerning tanks with over-size treads on the Wilhelmstasse he replied, "The marshes haven't frozen yet."

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#### ADDITIONS, DELETIONS AND CHANGES OF ADDRESSES

Additions: Bowers, Ray, Jr. 625 Evans, Kirkwood, MO 63122; Calhamer, Allan B. 501 N. Stone, La Grange Park, IL 60525; Dorchack, Joe P. 8801 Willow Rd., Hickory Hills, IL 60457; Drews, Harry. 110 Manchester Rd., Kitchener, Ontario, Canada N2B 1A2; Hull, Richard. 4720 Cloyne, Apt. #2, Oxnard, CA 93030; Just, Eric. 1507 Lawton Ave., #C, Lawton, OK 73501; Lawrey Jr., John. Box 86, Salome, AZ 85348; Leeder, John. Box 1606, Huntsville, Ontario, Canada; Moran, Laurence. 400-A Devereux Ave., Princeton, NJ 08540; Moot, John. c/o Games Research, Inc. 48 Wareham St., Boston, MA 02118; Pandin, Tony. 10406 Shaker Blvd., Cleveland, OH 44104; Reinsel, Charles N. 1709 32nd St., San Diego, CA 92102; Riepl, Robert G. 5727 Baldwin Ave., Lincoln, NE

68507; Rocamora, Michael. 1-5th Ave. Hotel, Apt. 17A, New York City, NY 10003; Tilson, Tim. 200 W. 9th Ave., Sault St. Marie, MI 49783; Westergaard, Steadman. 1075 Ripley Dr., Charleston, SC 29412; Winter, Fred. C. 2625 El Rancho Dr., Brookfield, WI 53005; Wood, Paul. 24613 Harmon Court, St. Clair Shores, MI 48080.

Deletions: Placek, Tretick, Waldron, Walker, Weber.

Changes of addresses: Antosiak, Joe O. 402 East Ave., La Grange, IL 60525; Bell, Stephen. P.O. Box 1787, Davidson, NC 28036; Birsan, Edi. RD 5 Box 6, Bridge St., Hopewell Jct., NY 12533; Davies, David L. 2385 Lawrence Ave., San Bernardino, CA 92404; Greer, Greg. Winthrop C-43, Cambridge, MA 02138; Labelle, Burton. Forest Park #23, 154 West St., Biddeford, ME 04005; Peery, Larry. Box 8416, San Diego, CA 92102; Thomas, Mark A. 10 Terrace Place, Danbury, CT 06810; Tovson, Richard. 303501457, USS Dewey DLG-14 A/S, FPO San Francisco 96601.

The additions and deletions have increased the circulation for Impassable to 101 copies. Only two copies are given complimentary. Also, Impassable is not regularly given away for advertisement or to friends, etc. However, we are expecting to be on the contact list for GRI in the gameboxes for this coming year, and so we are hoping to pick up a few subscribers from the newcomers. Outside of those plans, we are continuing to accept reasonable trades with other publishers. We are not trading to develop our own archives although we will eventually have enough to make one, but we are more interested in getting all possible information about what is happening in the hobby. This collection of information and subsequent printing of it in Impassable will be our new goal of making this zine an information center. Since we have so many games, we will not be starting any more in Impassable, but we will have two other zines that will carry a much more limited number of games. One, Aquarius, will carry no more than two games even though we will have a maximum available space of 12 pages. It is hoped to be a new idea in postal Diplomacy and include much more in press releases as well as a host of other other new ideas and some old ideas. This was formerly called The Swiss Gazette. Ask for your free copy of the sample sheet.

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We are never deceived; we deceive ourselves.  
--Goethe

### IMPASSABLE PUZZLE #13

Three brothers were left an estate consisting of seventeen cows which were to be divided as follows: the oldest brother was to receive one half of the cows, the next oldest one third, and the youngest one ninth. The brothers wished to divide the cows among themselves without slaughtering or selling any of them. While they were discussing this subject, a neighbor offered to solve the problem by adding one of his cows to the seventeen. The oldest brother would then receive nine cows, the next oldest six cows and the youngest two cows. The neighbor asked if they were satisfied and they replied that they were, so he said that since the sum of nine, six and two amounted to only seventeen cows, his cow was left over and he will take her back. Explain!

Solution in next issue.

### IMPASSABLE PUZZLE #14

An ambitious "bookworm" decided to digest some mathematics from a two-volume treatise on probability placed on a shelf in the usual manner. Beginning with the first page of volume I, the bookworm bored in a straight line through to the last page of volume II at the rate of  $\frac{1}{2}$  inch per day. If the pages of each volume are 1 inch thick and each cover is  $\frac{1}{8}$  inch thick, how long did it take the bookworm to digest all that mathematical knowledge?

Solution in next issue.

### A SPECIAL RECIPE FOR THE DIPLOMACY WIDOWS!!

This being a Christmas Issue, I think I can add something for the women of the hobby. It is too bad that they have to suffer the crazy whims of their husbands, boyfriends, etc. who participate in the questionable hobby of Diplomacy. Thus, I present the recipe for the "\$500 Cheese Cake." This is a real recipe and a good one!

There is a story behind it, though, I do want to tell it. The recipe came to us from a cousin of our family. She ate at a good restaurant with her family and she had the Chef's special--his cheesecake. She liked it so much that she wrote to the restaurant and offered to pay something for a copy of the recipe to the cheesecake she like. Sure enough, the Chef was more than happy to send her his secret recipe, but charged her \$500.

She went to a lawyer about the \$500 bill and was told that she had to pay it. She asked for the recipe and offered to pay for it, but did not specify the amount. That turned out to be her downfall.

Anyhow, she now has the recipe and is getting back at the Chef by giving all her relatives a copy of the recipe. Now, I present to you Dippy Widows the \$500 Cheesecake!

### \$500 Cheese Cake Recipe

Grease pan Bake at 350  
6 eggs  
13/4 cups sugar  
4 packages cream cheese (large)  
1 teaspoon vanilla

Beat until creamy, bake 20 minutes or until it sets.

Remove from oven for 10 minutes.

Now mix these ingredients:

1 pt. sour cream  
2 teaspoons vanilla  
6 tablespoons sugar

Spread over cake and sprinkle with cinnamon and return to oven for 15 minutes. Makes 2 square 8" pans.

Try it, it will make a good Christmas desert and maybe it will get the man away from the game long enough to talk to him?

### IDA NEWS

The elections are now underway and the votes will be in by early January. I am running for Editor of the IDA unopposed and so I will be around for another two years as the publisher of the Diplomacy Review.

Being the current and future Editor of the IDA, I think that I should give some news/information about the IDA.

Number one news in the IDA is, of course, the elections. Being unopposed, I have nothing to do but to make public my personal platform for the IDA. What do I think needs to be done?

1. We must publish a handbook for Diplomacy players by Spring of this year. The person in charge of this tremendous project is Len Lakofka who is running for President of the IDA.

2. We should establish standards and practices for different phases of the hobby. We should encourage publishers to strive for

(continued on next page)



a high standard of quality printing and game coverage. We can best accomplish this with a positive sanctioning program. That is, rather than rate publishers as no good, we should recommend those who meet our prescribed standards. They do not have to be judged by us. Those recommended will have to ask us to be judged. If found not recommendable, they will not be prosecuted for their faults. Instead, they will be told how to improve and even given some help.

3. We must attempt to see that all functions of record-keeping in the hobby is taken care of. The demise of Rod Walker in the hobby has created a vacuum that must be filled with others willing to be keepers of records and offer services.

4. We have the overall goal to unite the hobby and thus insure the maturity of the hobby. The hobby is growing by leaps and bounds and if we want the hobby to survive in an intelligent manner and in good organization, the IDA must undertake this task.

There are many more goals and even more specific tasks for the IDA to undertake and carry out, but the most important thing for the IDA to do is to create goodwill and help keep the hobby growing.

Membership dues for 1973 is now \$2.00. To join the IDA, send your money to:

Walter Buchanan, R.R. #3, Lebanon, In 46052. If you send a check, make it payable to: International Diplomacy Association. Thank you.

For the membership dues, you get the IDA official newsletter, Diplomacy Review, plus you will benefit from the many projects by the IDA. Members will get cut rate costs of publications produced by the IDA. The big one planned is the Handbook for Players. The money will be used to print this handbook and then offered to IDA members at a saving. Not only that, joining the IDA will help the hobby mature into what it should be--a postal adult Diplomacy society.

#### OTHER DOINGS OF CHAPEL HILL PUBLICATIONS

Chapel Hill Publications started in March of 1972. Thus, we are not yet a year old, but we have grown in size and general quality. Today, Impassable, Chapel Hill Publications' first zine has reached a circulation of 100. This has meant a corresponding increase in the editor's work and involvement in the hobby. We have started as a publisher and not a player. Actually, we should be "I" and I will stick with it even if it may sound

presumptuous to some people. But, the fact is that I do everything for Chapel Hill Publications. I am the typist, gamesmaster, artist, publisher (read mimeo machine operator), collater, stapler, stamper, addresser, etc. In short, I do everything.

Why I got into this hobby I can't explain except for the fact that I liked the idea of publishing for other people. Somehow, it made me feel important. Oh well, it is an ego trip and you must like it to stick with it.

Anyhow, even though I planned and saved money for many things, I had the problem of restricting my involvements. Impassable kept growing and growing because I let it grow. Now, it carries too many games for my taste, but then I don't really feel sorry because I have had the chance to know many more people.

After Impassable started showing up in the dippyworld and when other people found out I was a good publisher, I got involved with the IDA as its Editor. My first goals were undefined except to see that it work democratically.

I think that I have helped the IDA to become what it is today, and I am hoping to be able to contribute more to its success in the future. The hobby sorely needs a working organization. 1973 in my mind will be the crucial make or break year for the IDA. It has to prove to the world that it will work to the benefit of the hobby.

Next, I got involved in areas outside of publishing. I started thinking about wargames and have started collecting wargame magazines and expanded my own collection of wargames. I have even worked with Herb Barents on a revision of Gettysburg (Herb, I am still alive, but right now I am too busy to get around to condensing all the rules into a formal format--John), and I have a couple of dippy variants that only needs to be polished off and introduced. I have made a revision of the Scotice Scripti game and will run one in Impassable, as soon as I can get one more player (anyone?).

Now, I am back into Diplomacy with two more personal zines. I am planning a variant-orphan zine, Lost Horizons, and a new type of zine, Aquarius. The latter is a new concept in totality of the game. It is an attempt to create the broad range of that historical period called World War I. Included besides the regular game will be a bourse and a political arena, Council of Nations. This, I believe, is a new idea for Dippy variants and sincerely I think it will be a new branch of the hobby.

(continued on next page)

My latest involvment will be as a public contact for GRI on their list of contacts provided with their games. I found this hobby through that sheet of paper and I want to return the favor by helping others enjoy their new hobby. I started my gaming career with chess and then had a brief spell with wargames before finding Diplomacy. Now, all games are interesting to me and I am sorry that I just don't have the time to do everything I want.

In conclusion, I will say that I have found everything so far to be fun and enjoyable, and I hope that I have made it enjoyable for others besides me.

#### ANYONE FOR OTHER MAIL GAMES?

Believe it or not, but I am working on a postal version of Clue. I am trying to add one interesting change: a player who is the murderer!

Also, I am redoing the whole house to make it larger and to add other aspects to the game. The murderer/player will most likely have to murder more people (other players in the game) in order to win the game before they discover who he is and how and where he did it.

If anyone is interested in playing a mail Clue version with a murderer/player, let me know!

Also, what about other games? I am also interested in wargames and will sooner or later run a Gettysburg Multi-Commander game.

What about Monopoly, Acquire, Stockmarket, team chess, word games, etc? Do you have any favorite games that could be turned into a postal game?

If enough interest is shown in these non-wargames, I just might start a zine to run one of each that has enough interest. I feel that there is a whole new branch of mail games that could be explored and added to the postal game hobby.

#### MISCELLANEOUS NEWS, ETC.

\*The house rule supplement will have to wait until the next time I have a big issue which should be in March for the anniversary of Impassable's first year. For now I am following the house rules somewhat closely on everything but for deadlines. I have stated before that I would accept any orders mailed one day ahead of the normal mail time. Outside of the holidays that meant three days first class from the West Coast and from the

Midwest, and two days from the East Coast. To this you add one day insurance and I'll take all orders. However, if you shave it close and gamble on the post office to take its normal time and it doesn't--that is it arrives here on Saturday. Acceptance of the order depends on my whims and whether I have typed up the game report or not. To these rules I am adding another: IF YOU MAIL TWO DAYS PRIOR TO THE DEADLINE WHEN IT TAKES THREE NORMAL DAYS TO TRAVEL, AND IT ARRIVES LATE--I WON'T ACCEPT IT EVEN IF I HAVEN'T TYPED UP THE REPORT.

So, you can mail your orders so that it should arrive here on Friday after a normal mailing time, but if you mail later than that and hope the PO mail it faster--you're going to lose! Same for airmail. If your airmail takes two days and you mail it one day prior to the deadline, it will arrive one day late--I haven't gotten air mail that was faster than its average. Sometimes first class will be mailed airmail, but that is a big gamble. The best thing to do is not to gamble on the Post Office!

I don't have the room to print all the postal statistics (because I don't have the time to print more pages and stay on schedule), but I will list the averages.

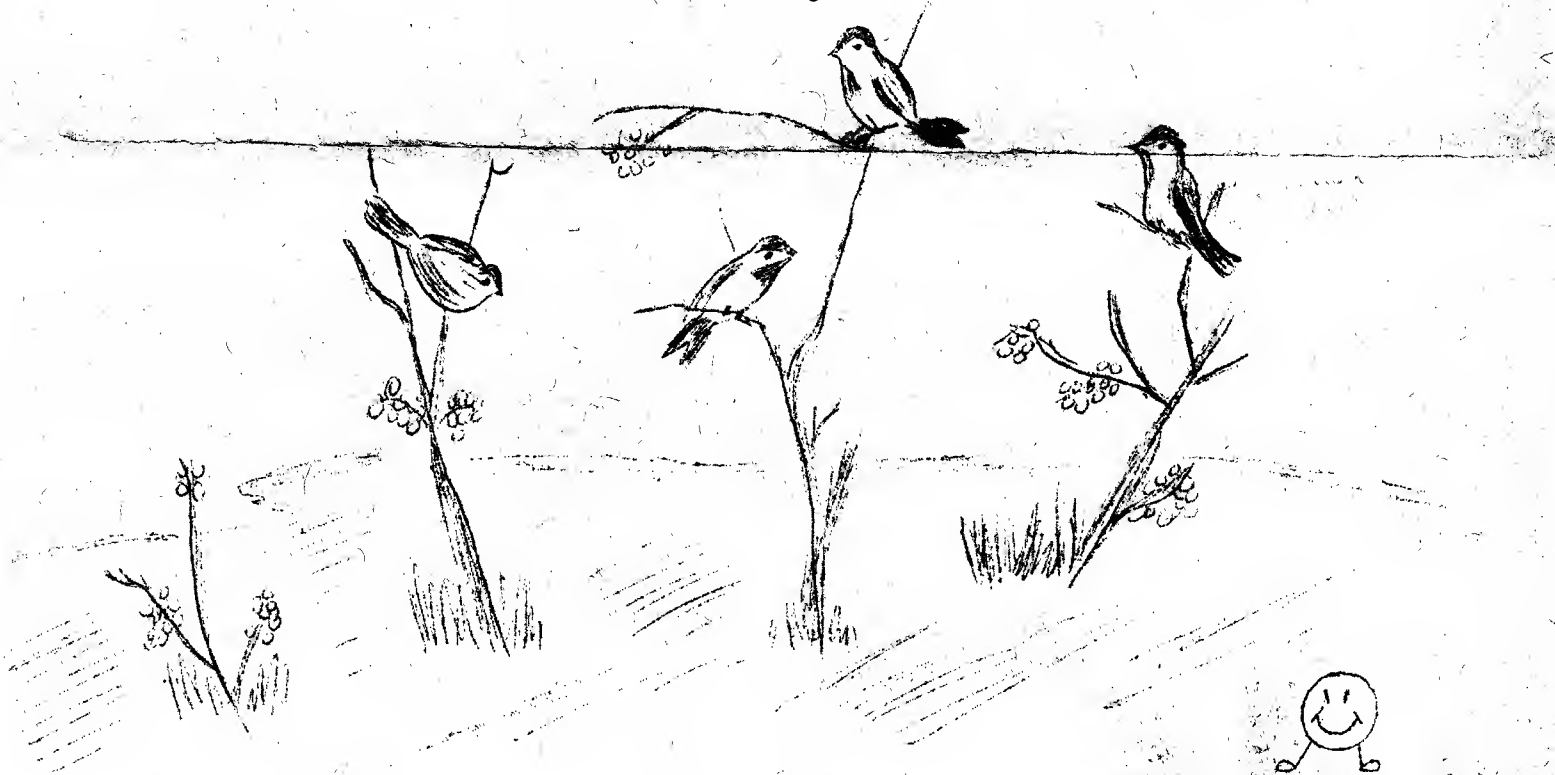
AIR MAIL AVERAGES		FIRST CLASS AVERAGES	
Far West	2.3	Far West	2.9
Mid West*	1.9	Mid West*	2.8
Eastcoast	2.6	Eastcoast	2.0
*Mid West consists of: MN, WI, MI, IL, MO, TX, LA, and TN			

To find your average mailing time, round off to the nearest whole day. Add a day for insurance and you'll never be stuck with a missed set of moves. If you wait then you'll run into trouble with me. I am willing to bend a little, but I want to stick to the schedule. I have heard about real bad cases of mail taking so long to arrive at the publisher's residence--but I never had such an "unduly delayed" piece of mail. If I don't get it on time, I never got it. That's the way it has been with me, and I suppose it has something to do with my Post Office--being from a small town and not deluged with mail as in the cities. If it gets by your own postoffice, it will get to me.

#### A POLISH JOKE?

You all know by now that I sprinkle this zine with famous quotes, but I have something funny to say about the quote book I have. In the back there is a list of authors and they have a Stanislaus Leszczynski (1677-1766) King of Poland, page 165--BUT NO QUOTE! I can't find the quote! Wrobel, what do you say?

Christmas Greetings  
and the best of all good wishes for the  
New Year



IMPASSABLE  
117 Garland Drive  
Carlisle, PA 17013  
U.S.A.

You are asked to standby  
You're mentioned on page 14

MERRY CHRISTMAS  
AND A HAPPY NEW YEAR!

TO:

Richard Hill  
4720 Cloyne, Apt. #2  
Oxnard, CA 93030



FIRST CLASS MAIL

FIRST CLASS MAIL